

LOADING INSTRUCTIONS

Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and type I (shifted @ key) TAPE and press the ENTER key. Place the cassette in the cassette player and rewind it if necessary. Hold down the CNTRL and ENTER keys simultaneously. Press the Play button on the cassette player, and then any key on the computer. Wait a few minutes for the game to load.

DISPLAY LAYOUT

Down the left hand side of the screen are 6 icons which represent your current weapons. From top to bottom these are:

1. SINGLE-FIRE CANNON - your starting weapon
2. DUAL-FIRE CANNON
3. SIDE FIRE CANNON
4. BOUNCING BOMBS
5. DOUBLE-FIRE CANNON - uses ammo quickly
6. TRIPLE-FIRE CANNON - uses ammo very quickly

Only one weapon may be active at any time.

Down the right hand side of the screen are the following:

1. AMMO - you have a limited supply of ammo
2. SHIELDS - you lose shield energy when hit
lose it completely and you are dead
3. LIVES - you start with 3 lives and gain an extra life for every 1000 points scored

The objects and creations that you will find along the track come in various forms:

1. ALIENS - These bounce around, hover, or home-in on you. They can usually be destroyed with a single shot.
2. WALLS - Stationary objects which cannot be destroyed.
3. TARGETS - Flashing beacons which must be shot in

order to pass by.

4. RAMPS - Sloping ramps which either lift you into the air for a few seconds or may even flip you onto the ceiling.

5. WEAPON BONUSES - Collect these revolving pyramids for an extra weapon.

6. AMMO BONUSES - Collect these revolving cubes for extra ammunition.

You begin the game with three lives. If you make contact with an alien or obstacle, or lose all your shields then you lose a life and restart the game with the loss of the last weapon you collected.

CONTROLS

You may use either a joystick or the, non-redefinable, computer keys:

KEYBOARD	JOYSTICK	ACTION
O	←	Move Left
P	→	Move Right
Q	↑	Move up through weapon system
A	↓	Move down through weapon system
SPACE	FIRE	Fire Weapon
H		Pause Game
A		Abort Game (When in pause mode)
T		Tune on/off (When in pause mode)
SPACE		Restart (When in pause mode)

PASSWORD SYSTEM

Every few levels you will be given a password which you can type in on the HELP screen. This allows you to skip the early levels once you have become proficient at them.

CREDITS

Original Design: John Phillips
Amstrad Version: John Wildsmith
Graphics: Steve Crow
Music: Nick Jones
Cover Illustration: Tim White
Lettering: Peter Austin
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